

# GAME SPOT UNOFFICIAL GAME GUIDE TO MYST

By Stephen Poole

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ISBN 1-58422-026-0

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The background is a dark, atmospheric painting of a ruined castle. The castle has multiple towers and battlements, with some sections appearing to be made of stone and others of wood. The scene is dimly lit, with a yellowish-green glow emanating from the ruins, suggesting a mysterious or magical atmosphere. The overall style is reminiscent of a classic fantasy illustration.

# WHAT'S INSIDE

INTRODUCTION  
TO MYST





he story of *Myst* revolves around a man who has discovered how to travel to wonderful and mysterious ages by creating magical books, and the mystery of why he has imprisoned his two sons in similar books. Soon after you begin playing, you discover that you have the power to free the two sons by retrieving the pages that are missing from the books that imprison them, and as you return each missing page more and more of their stories are revealed. To find the pages requires solving puzzles that will tax not only your brain, but also your eyes and ears—and for every person who's finished *Myst* without getting stuck, there are ten others who've pounded their desks in frustration because they can't seem to get past a certain point. It's not because they aren't good at adventure games; it's because *Myst* is simply a very challenging game.

## Walk of Ages

In this walk-through, we'll show you the solution to every puzzle facing you on *Myst* Island (where the two brothers are imprisoned), as well as answers to the puzzles found in each of the four ages you must visit to retrieve those missing pages. But instead of merely giving you the answers, we'll also point out where the clues for each solution can be found (except where trial and error is involved). That's because we think it's a lot more gratifying to know why you're doing the things you do, even if you've completely given up and just want to get past a sticking point.

The first section will show you how to gain access to the four ages where the pages are hidden, and then a section is devoted entirely to each age, and,



finally, one to the endgame. Keep in mind that you don't have to follow this layout: You could just as easily gain access to one age and immediately travel there instead of making all the ages accessible before leaving Myst Island.

**A STORY OF TREACHERY, MYSTERY, GREED, AND  
REVENGE AWAITS YOU ON THE ISLAND OF MYST,  
SO LET'S BEGIN THE JOURNEY...**





The background is a dark, atmospheric painting of a ruined castle or fortress. The structure is built on a rocky, uneven terrain. The walls are dark and weathered, with many windows and arches visible. The overall color palette is dominated by dark blues, greys, and blacks, with some lighter, yellowish-green highlights that suggest moss or light reflecting off the stone. The text 'PART ONE' is overlaid in a large, yellow, serif font, centered in the upper half of the image. Below it, the words 'MYST ISLAND' are written in a smaller, yellow, serif font, centered in the lower half. In the bottom left and right corners, there are small, yellow, stylized figures that appear to be warriors or knights in armor, holding weapons. The figures are positioned as if they are standing on the ground in front of the castle.

# PART ONE

MYST  
ISLAND





ou find yourself on a mysterious island as the game opens, with no clue as to what you should do or why you should do it. Your only real option is to begin exploring, so let's get cracking.

Move forward six times from your starting point, and you'll discover a note from Atrus (the mysterious narrator you heard at the start of the game) to his wife Catherine telling her he has left a message for her in the fore-chamber by the dock; to read it, you have to input the number of marker switches on the island into an "imager." Go ahead and roam the island in search of the marker switches, flipping them once whenever you find them. Take time to explore the whole island because shortly we'll be referring to various locations you'll come across in search of the switches. There are eight switches altogether, but the one in front of the clock tower can't be flipped. If you're having trouble finding the switches, here's a brief description of each location that should help you get on track.

**Dock:** Forward once from the starting point

**Gears:** From the dock switch go forward twice, right once, and forward three times

**Planetarium (stone building beside the library):** From the dock switch go forward six times then click on the switch to get close enough to flip it

**Spaceship:** From the planetarium switch go forward (the same direction you were traveling to get to the planetarium) three times then click on the spaceship to begin heading down runway to the ship

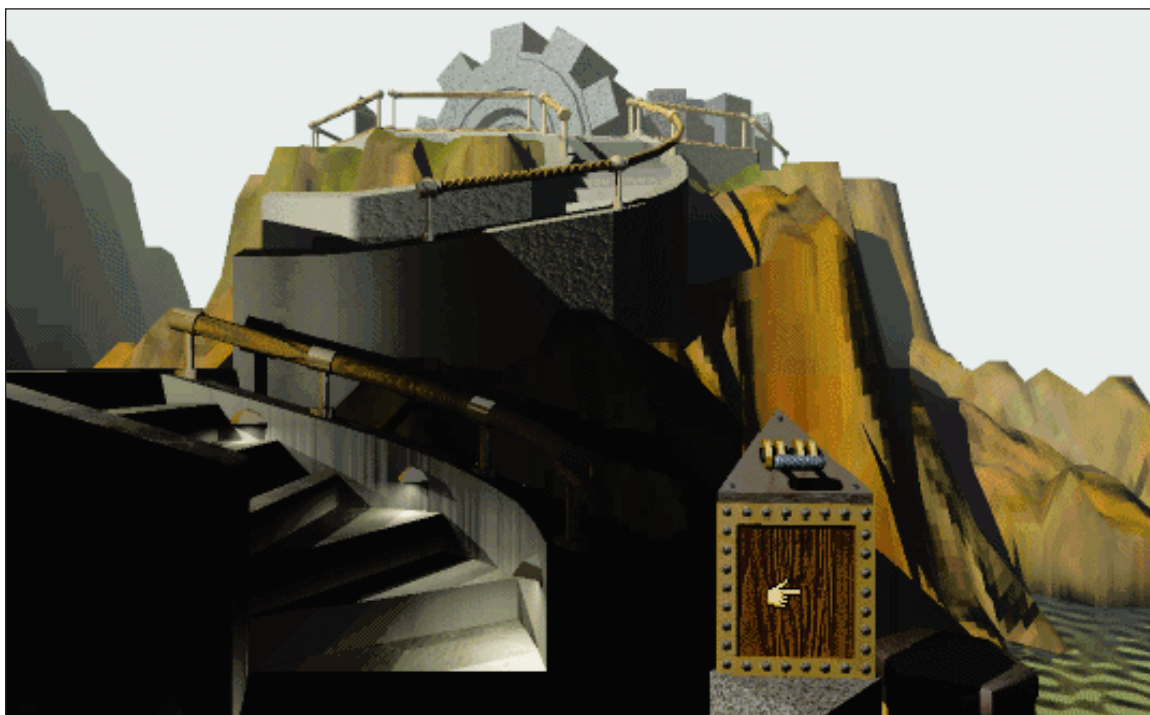
**Pool:** From the planetarium (see above) go forward twice, turn left, go forward twice





**Generator building (brick building on the right as you approach the clock tower):** From the pool switch go forward (toward clock tower) three times and turn right

**Cabin:** With the generator on your right, place the cursor to the left side of screen (the cursor doesn't change) to go down a path veering to the left; go forward once more to reach the switch



**There are eight of these marker switches on the island where you begin the game. Find all of them and flip the switches (the one in the clock tower can't be switched, however).**

Head back to your starting point, and when you reach the end of the dock and can't move forward any more, turn right and enter the doorway you see. Move forward until you reach a pool of water, then click on the button in front to drain it. Turn around (click left or right twice in a row) and click



twice on the piece of paper tacked to the wall beside the stairs (don't click on the stairs or you'll start moving out of the chamber). Click the green button above and to the left of the paper, then use the up and down arrows to input "08."



**Input "08" into this device beside the stairs in the fore-chamber to view Atrus' message to Catherine.**

Turn back around, move to the pool, and click on the button once again to see a video message from Atrus in which he explains that someone has destroyed his books—and, even worse, he suspects the culprit is one of his sons. Note that Atrus says he has moved some books to what he calls places of protection; you'll need to find these places in order to embark on your adventure.



# Inside the Library

Return to where you found Atrus' note and move forward three times, then turn right and enter the library. Keep moving forward until a bookshelf fills the screen (four clicks); most of the books have been burned beyond recognition, but there are five that can be read (one, however, is a book full of puzzle clues). Each of the four books is devoted to an age—the different worlds you'll visit during the course of the game—and in addition to detailed descriptions of and stories from each age, you'll also find diagrams you should copy to help you with puzzles later in the game. (If you have a paint program with a screen-capture utility, you might want to simply capture the screens containing the diagrams and the print them out for future reference.)



**You can read these five books in Atrus' library (the circles are ours).**





Remember—you can always return to this library and peruse the books for clues whenever you get stuck.

If you're beginning to wonder just what's going on, don't worry—you're about to find out what your quest is all about. In this room are two books, one red and one blue, with pieces of paper lying beside them. Click on a piece of paper to hold it, then click on the book to insert it and see a message from Atrus' sons; the red book contains a message from Sirrus, the blue book from Achenar. Both ask you to bring appropriately colored pages for the books—and those pages are located in the four ages you learned about earlier.

To get to those four ages, you must find the places of protection Atrus mentioned in his message to his wife, and the key to finding them is right here in the library. Go to the map on the wall to the left of the red book and click on it to view it in detail. See the ring of blinking concentric circles? Click on it and hold the mouse button, and you'll see a line sweep around the map much like you'd see on a radar screen—and whenever it turns red it's indicating that the tower has been rotated to face one of the places of protection. Now, when you enter the tower, you'll not only see the place of protection, but you'll also get a clue that will help you solve the puzzle you find when you get there. For the sake of convenience, we'll start with the red line nearly in the six o'clock position—the gear puzzle.

So how do you enter the tower to get your clues? Click on the painting to the right of the red book, and the bookcase slides to reveal a passage (this action also closes the doorway—click on the painting between the bookcase and the blue book to restore the bookcase and open the doorway). Head through the passage until you reach the elevator, enter it, and click the blue button to ascend to the tower. When the doors open, you'll see a ladder with a book icon; climb this ladder and look through the opening to see the place of protection you marked on the map—in this instance, the gears you encountered earlier while flipping marker switches. Turn around and go





**This map reveals the location of the four books you must locate to go to the four ages in Myst.**

down the ladder, and when you are facing the elevator go right once and forward twice to get to the other ladder. Climb it, and you'll see an inscription that reads "2:40" and under it another that says "2,2,1" — these are your clues for solving the gear puzzle.

Instead of running to work on the gear puzzle, though, you might as well start scurrying back and forth between the map and the tower to gather clues for all four places of protection—or, better yet, you can just look at this list instead:

**Gear puzzle:** 2:40; 2,2,1

**Spaceship puzzle (red line just past 12 o'clock):** 59 volts

**Sunken ship puzzle:** October 11, 1984, 10:04 AM; January 17, 1207, 5:46 AM; November 23, 9791, 6:57 PM

**Tree puzzle:** 7,2,4





**Inside the tower, ladders with a key icon on them can be climbed to get a clue for solving the puzzle at the place of protection you selected on the map in the library.**

## The Gear Puzzle

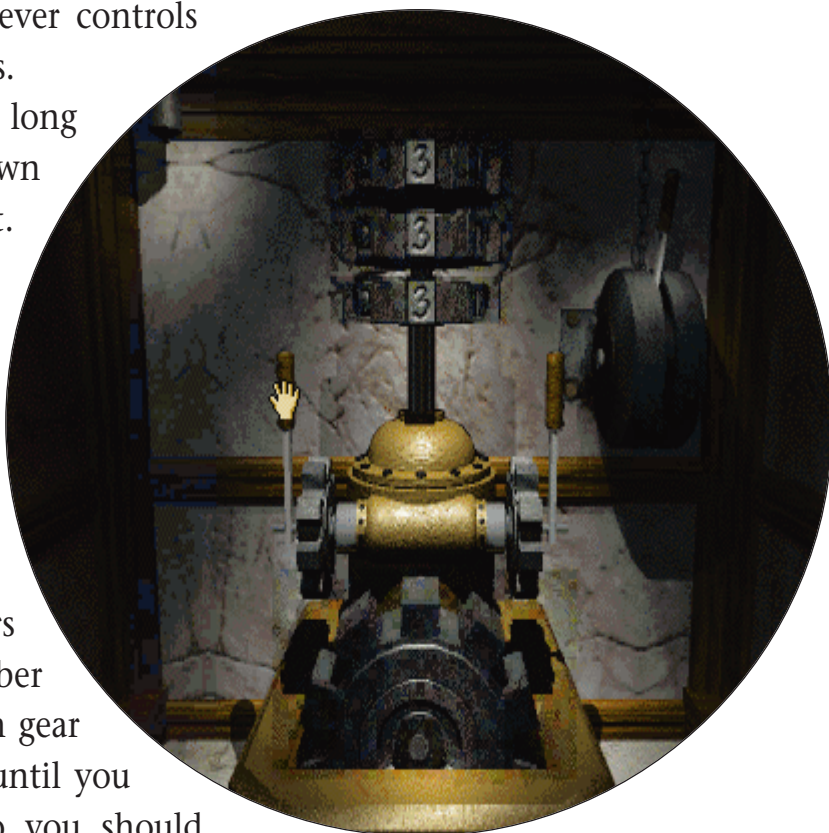
Return to the library and click on the painting between the blue book and the bookcase to open the door. Head directly out the door until you reach the clock tower, then click on the two wheel valves to see them close-up and set the time to 2:40 (left wheel moves the minute hand in increments of five, the right wheel advances the hour hand by one). Cross the bridge that rises from the water, and you'll find yourself in a tower room with a machine consisting of three horizontal gears with numbers and two levers; to the right is another lever which resets the puzzle. Since the other clue was "2,2,1," you need to align





the gears so those are the numbers displayed from top to bottom. The right lever controls the movement of the top two gears, and the left lever controls the bottom two gears.

The key is in how long you hold a lever down before releasing it. Pull a lever and let go quickly, and the appropriate two gears advance one number. But if you pull the lever and keep holding it down, the two gears advance one number and then the bottom gear continues to rotate until you release the lever. So you should



pull and quickly release the left lever, pull and quickly release the right lever, then pull and hold the right lever: This rotates the top gear to 2, and after that you can simply wait for the middle gear to rotate to 2 before releasing it.

**You must align these gears so the numbers read 2,2,1 from top to bottom.**

You've now uncovered the book located at the gears, and whenever you need to go to the Mechanical Age all you have to do is go to the gears you saw through the slit in the tower and click on the book.



# The Spaceship Puzzle

Go to the generator building and down the stairs until you reach a doorway, then click the blue button to open the door and gain access to a sort of control panel with two voltage meters and five rows of two buttons. Each button has a certain voltage value when lit. If you turn around as if to exit, you'll see a diagram explaining the numbering sequence for the buttons; I've put the voltage values in parentheses beside each button:

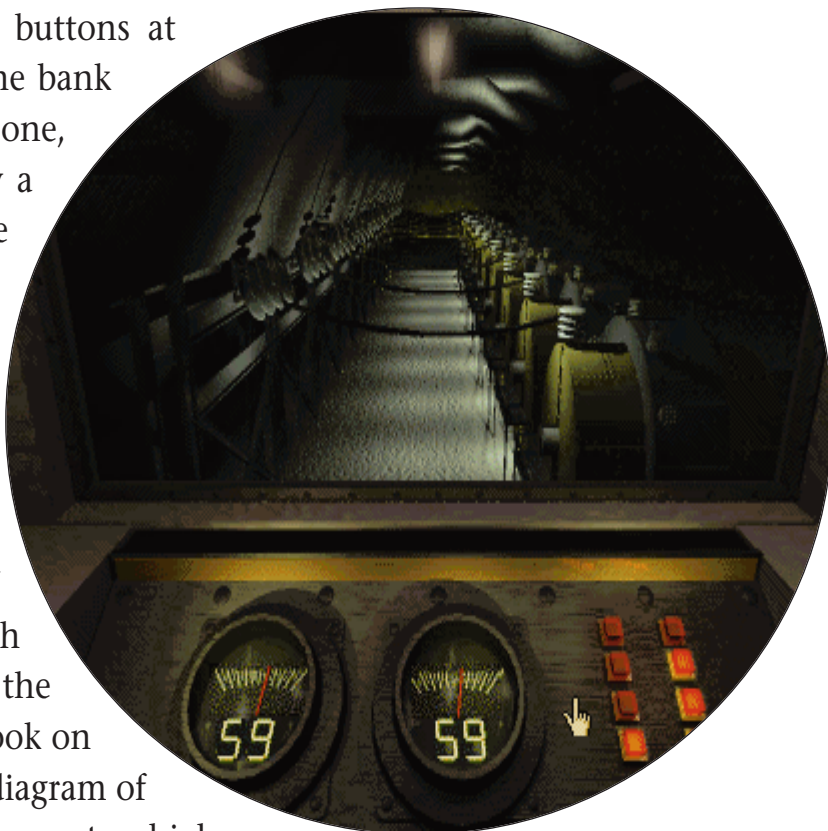
<b>1 (10)</b>	<b>6 (1)</b>
<b>2 (7)</b>	<b>7 (2)</b>
<b>3 (8)</b>	<b>8 (20)</b>
<b>4 (16)</b>	<b>9 (19)</b>
<b>5 (5)</b>	<b>10 (9)</b>

While your goal is obviously to get both voltage meters to read 59, be aware that if you go over 59 you'll blow a circuit (or something); you'll know for sure if you've "blown it" if the right meter drops to zero and remains there no matter which buttons you push. When that happens, you can set things right by exiting the generator building, climbing the ladder just behind it, and flipping the breaker switch at the top of the column. There's obviously more than one combination that adds up to 59, but we might as well use a simple one: 4, 7, 8, and 9.

This sends power to the spaceship, and you'll now be able to open the door and enter. Inside you'll find a keyboard at one end of the ship and a

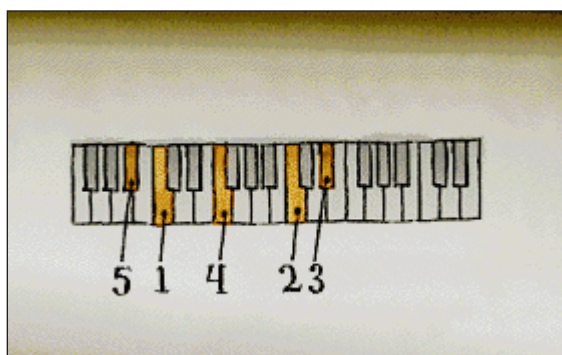


bank of five sliding buttons at the other. Walk to the bank of buttons and slide one, and you hear it play a musical note; the higher up you slide the button, the higher the pitch it produces. Clearly, your goal is to set the buttons to reproduce a series of five notes—but which five? Your clue is in the library in the blue book on the middle shelf—a diagram of a keyboard with five notes highlighted and numbered one through five (C, C, D sharp, F, and B flat).



**Press these buttons in the generator shed to get both meters to read 59 volts.**

**You must reproduce the notes highlighted in this diagram on both the organ and the bank of sliding buttons in the spaceship.**





This puzzle isn't nearly as hard as it first seems, provided you get the first note right. Once you do, the next step is to line up the second slider with the first then slowly slide it up, counting off the notes as you go:

**Second slider:** Align with first slider and move it up 12 notes

**Third slider:** Align with second slider and move it up three notes

**Fourth slider:** Align with first slider and move it up five notes

**Fifth slider:** Align it with first slider and move it down two notes



**The correct positions for the sliding buttons in the spaceship.**

When you have the sliders in the correct position, pull the lever to the right and a second book will appear; clicking on it will take you to the Selenitic Age.



# The Sunken Ship Puzzle

Your clues for this puzzle are all dates—and if you’ve thoroughly explored all the buildings on the island you know that the only place to enter dates is in the planetarium (the stone building to the right of the library). Enter the planetarium, turn around to face the doorway, and click on the blue button to turn off the lights. Turn back around, click on the chair to sit in it, then click on the mechanism above you. Use the sliders to input the three dates that are the clues for this place of protection, then click on the flashing yellow button to view a constellation. Make sketches of the three constellations, then either go back to the library and flip to the end of the blue and brown



**After you input one of the dates that you read back in the tower, click the flashing yellow button to view a constellation, then use the book you found in the library to find out the symbol associated with each one.**



book on the far right side of the top shelf to see the symbol for each constellation, or refer to the drawings or screen captures you made when you were here earlier. The symbols are snake, bug, and leaf. Exit the library.

Outside the library you'll notice columns crowned with cubes, and on each cube is a gold plaque with a symbol. Find the ones that have a snake, bug, and leaf and click on each of them—you'll hear the sound of rushing water, and when you turn around you'll notice the once-empty pool that contained only a tiny little ship is filled with water. Hmm, where else did you see a ship? Down by the dock where you started (you should know this from looking out the tower when you set the tower rotation to get the clues). Head down to the dock and board the ship. At the stern you'll see stairs leading to a doorway. Click to open the door and discover the book that takes you to the Stoneship Age.

## The Tree Puzzle

Of all the puzzles leading to the places of protection, this one is probably the most obtuse. Enter the cabin and walk up to the boiler, turn around, and click on the safe beside the door, then click the three buttons until the combination reads 724. Pull the handle and click on the matchbox inside the safe to grab a match, then drag the match across the striking surface to light it.

Turn around and go to the boiler to touch the match to the pilot light at the bottom left. Begin cranking the valve (click and hold) in a clockwise direction (the rotational arrows will be green), stopping after about 20 cranks. You'll hear a loud noise—this is the sound of an “elevator” in the tree you see through the window in the cabin moving upward because of the pressure the boiler is generating.







**Use the match you found in the safe to light the pilot light on the boiler, then crank the valve clockwise until you hear a loud noise.**

Give the tree elevator time to travel all the way to the top (you'll hear a succession of those loud noises), then crank counter-clockwise to lower the pressure to zero (watch the gauge) and send the elevator back down. As soon as the gauge drops to zero, exit the cabin and go behind it (go outside, turn around, and click to the right of the cabin). When the elevator is flush with the ground, move inside and travel to a small underground room—and there you'll find the book that takes you to the Channelwood Age. To return to the surface, crank the valve in the room clockwise to increase the pressure and send the elevator upwards again.

Now that you've found every book, you can travel to any of the ages you like to retrieve the red and blue book pages Sirrus and Achenar requested.



Since we're already at the book taking us to the Channelwood Age, we'll go there first.



**This tree has a hidden entrance that appears after you fire up the boiler in the wooden shed.**





The background of the entire page is a painting of a large, multi-towered castle in a state of ruin. The castle is built on a rocky, uneven terrain. The painting uses a palette of muted yellows, greys, and dark browns, giving it an aged and somber appearance. The architecture features crenellated towers and arched windows, some of which are missing or broken. The overall style is reminiscent of a historical or fantasy illustration.

# PART TWO

THE  
AGES







ou're about to enter four very distinct game worlds, each with its own set of challenging puzzles. We recommend that you take time to thoroughly explore each age to become familiar with lay of the land—this will aid you immensely in handling Myst's slightly confusing navigation system.

We also suggest that you try to solve as many of the puzzles as you can yourself before referring to the walkthrough; it's a lot more satisfying, and with each you complete you'll stand an even better chance of solving the next problem on your own.

## Channelwood Age

When you arrive in Channelwood, turn around and you'll see a windmill to the right off in the distance. Go to the windmill (it's fairly easy to do) and turn the faucet at the bottom of the water tank; this sends water flowing down the pipe you saw leading out from the windmill. Everything here is water-powered, so now you've got a power source—the next step is to make sure the power flows to the correct location.

Head out the way you came in, following the pipe leading out of the windmill back onto the wooden walkway you used to get here. At the first junction go to the left; at the second junction look down and throw the switch to the left so water will flow to the right, then go right. Do the same at the next two junctions, then continue on to an elevator (not the one located by the spiral staircase). Enter the elevator, click to the left of the door to close it, then pull the lever to go up and gain access to the treehouses.





**Turn the faucet at the bottom of this water tank to send power flowing through the pipes in Channelwood.**



**These switches control the direction the water flows on Channelwood. The sound of running water lets you know whether or not water is flowing through any particular section.**





The first thing you need to do is find the switch that opens the spiral stairs; it'll take some exploring, but if you remember that it's in one of the round structures you should be able to find it without too much frustration. Go down the spiral staircase and to the nearest junction to divert the water through the pipes running to the spiral staircase—actually to the elevator beside it. Climb the stairs, enter the elevator beside the gate to the stairs, and go up another level.

Exit the elevator, turn around, and veer right, then keep going forward until you come to a doorway. Open it and head into the room—it's some-



**The red page in Channelwood is located in the bedside table in this room.**

one's bedroom, and there are two items you need to grab while you're here. The first is a red page for the Myst book; you'll find it in the drawer of a bedside table in front of the window. The second is one half of





a note that contains very important information—it's located in the right drawer at the bottom of the bed. Be sure either to write down this info or make a screen capture for future reference because you'll need it later on!

Now get ready for some to-and-fro-ing. Go back down the spiral stairs and change the switch so that the water flows back where you originally sent it—ie, to the elevator that goes to ground level. Climb the stairs and take the elevator to the ground level, then exit and locate a generator—if you retrace the route you took from the windmill to the ground-level elevator you'll see it in the distance to the left (you'll know when you find it because it's at the end of a walkway that's broken in two). Use the junction switches to divert water toward the generator and pull the switch to cause a walkway to rise from the water. Cross it and keep moving forward to return to the elevator you emerged from when you first entered Channelwood, then turn right and walk until you find a crank that you can operate to extend the pipeline to the elevator you just passed. Now use the junction switches to send power to this elevator, and you can get back to Myst Island and deposit the red page in the book.

To get the blue page, return to Channelwood and divert the water to the second-level elevator (the one with an entrance beside the stairs), then climb the stairs and take the elevator to the level where you found the red page. Exit the elevator and veer right, then keep going forward until you reach a gate and a door on the left. Enter the room and watch a video clip of Achenar, then cross the room and exit through the other the wooden door. Head out to the right and go forward, veering a bit to the left—you'll see a rectangular treehouse all by itself. This is Achenar's room, where the blue page is hidden. There's an imaging device you can use here, so check it out and head back to Myst with the blue page.





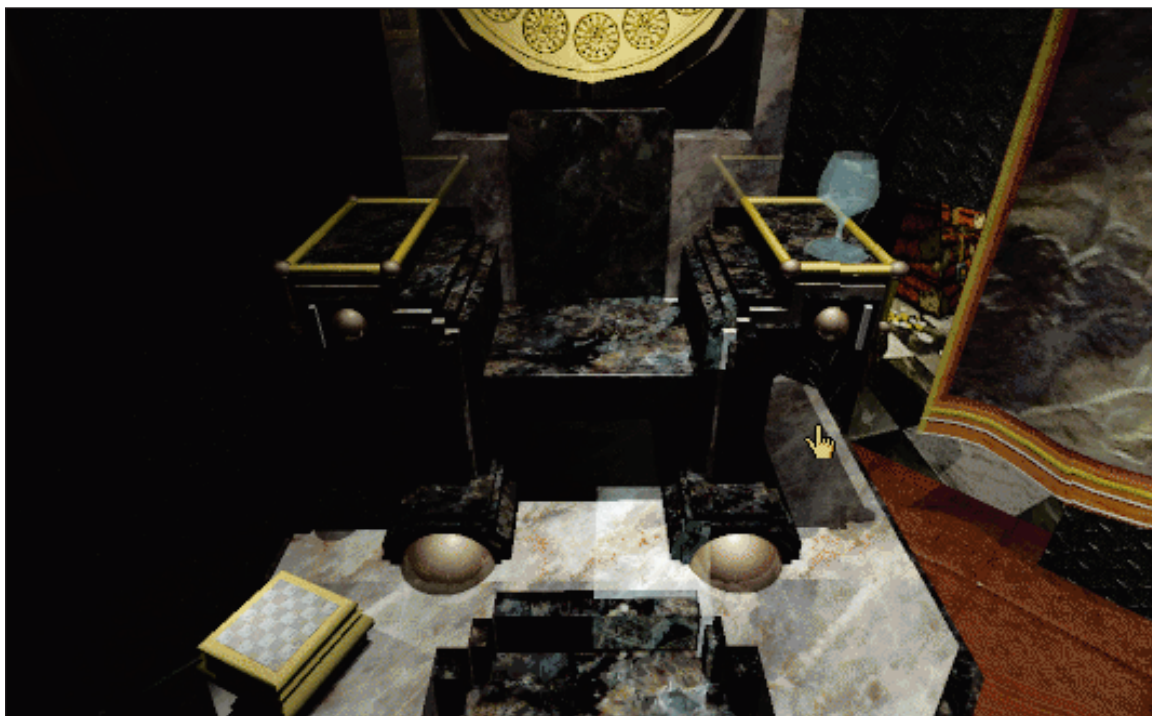
**You must divert water to this generator in order to make a walkway appear that will let you reach the exit that takes you back to Myst Island.**

## Mechanical Age

Click once anywhere on the screen to take one step back, then turn around until you see a round building; it's a fortress, so click on the runway and start going forward until you enter. Go left, and continue until you reach a room with a lot of mechanical devices (clock, spaceship) and a fancy throne. Face it and click on the wall near the bottom right of the throne to open a door behind it. Enter the room and examine the wine rack to find a note from Achenar to Sirrus, then turn around and look inside an open crate in a corner to find a red page. You don't need to grab it right now. Exit the room and go down the hallway to the other room (you'll either run right into it or



return to the entrance of the building, at which point you take the path you didn't take earlier). You'll find another room with a "throne." To the left is a doorway you can click on to reveal another hidden room that contains the blue page. So finding the pages was easy—it's getting back to Myst Island that's going to be tough.



**Click on the bottom right of this throne seat to cause a door to slide open behind it, then enter and look in a crate to find a red page.**

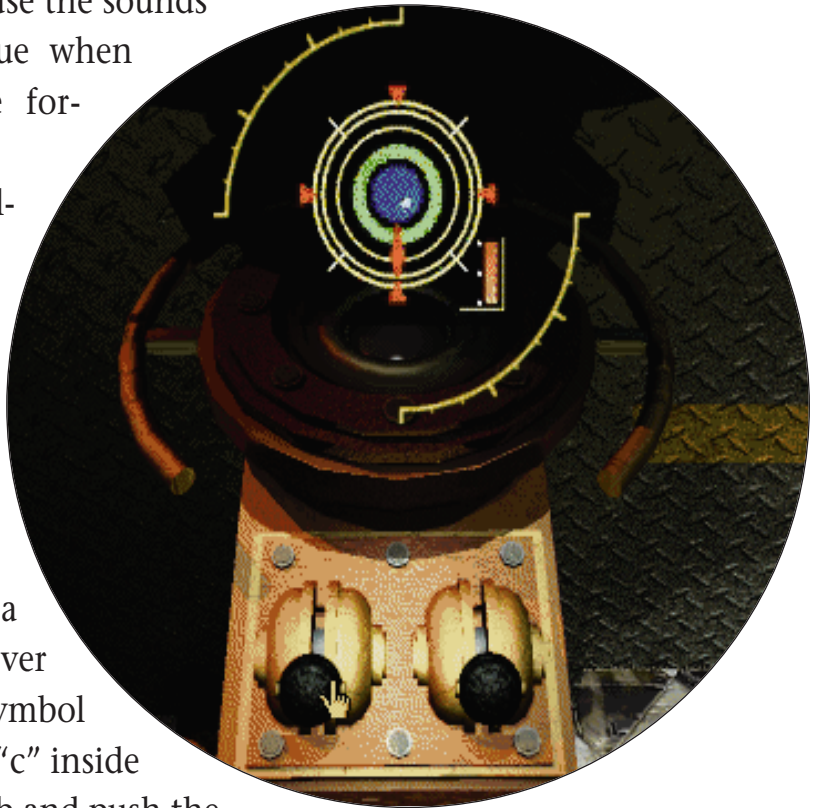
In the room containing the blue page, you'll see a device to the left of the throne. This is the Fortress Rotation Simulator, used to—you guessed it—practice rotating the fortress. To rotate the fortress, push the left lever up and release, push and hold the right lever to begin the rotation, release the right lever, pull the left lever down when the pointer nears east and again when it reaches north, noting the respective sounds.





Remember them because the sounds will be your only clue when actually rotating the fortress.

Go down the hallway running between the two rooms until you see a red button on a wall. Press it and a passage opens to reveal stairs leading down into a room. Go inside to find a round table with a lever on the right and a symbol that looks like a letter “c” inside another letter “c.” Grab and push the

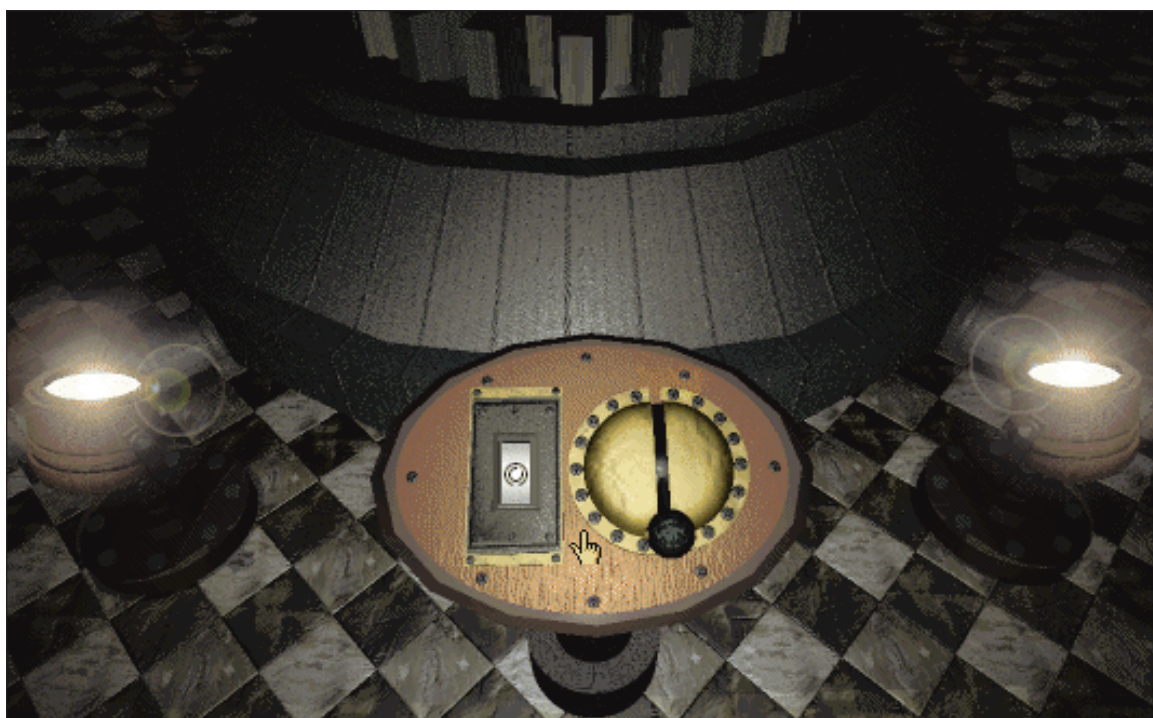


lever to cause the inner letter to rotate; repeat until both letters have turned red and are facing down. Go back out to the hallway and press the red button to close the passage, then go forward and enter the elevator tube that’s now open. Press the up arrow, ride up one floor, press the middle button, and exit. The fortress rotation device appears. Align it until you hear the sound for east, then leave the fortress.

**Use this device in the room where you discovered the blue page to practice rotating the fortress. You must align these gears so the numbers read 2,2,1 from top to bottom.**



Keep in mind that the device rotates counter-clockwise. If you have a problem getting it to the correct spot, a fail-safe method is to rotate it 90 degrees at a time and step outside to see if it's in the right position.



**Grab and push this lever until the emblem on the left turns red—this opens the door to the tube elevator.**

The runway you used to go into the fortress now takes you to a little island—just keep going forward until you find a plaque with two symbols on it. Draw them and go back to the fortress rotation device, rotate it to north, and repeat the process. Finally,



return to the rotation device and set

it for south so you can get back

to where you arrived in this

age. Grab one of the

pages and exit the

fortress via the run-

way. Click the but-

tions to input the

symbols into the

device found there

to cause a stairway to

open; at the bottom

you'll find the Myst

book. Click on it to travel

to the library with your

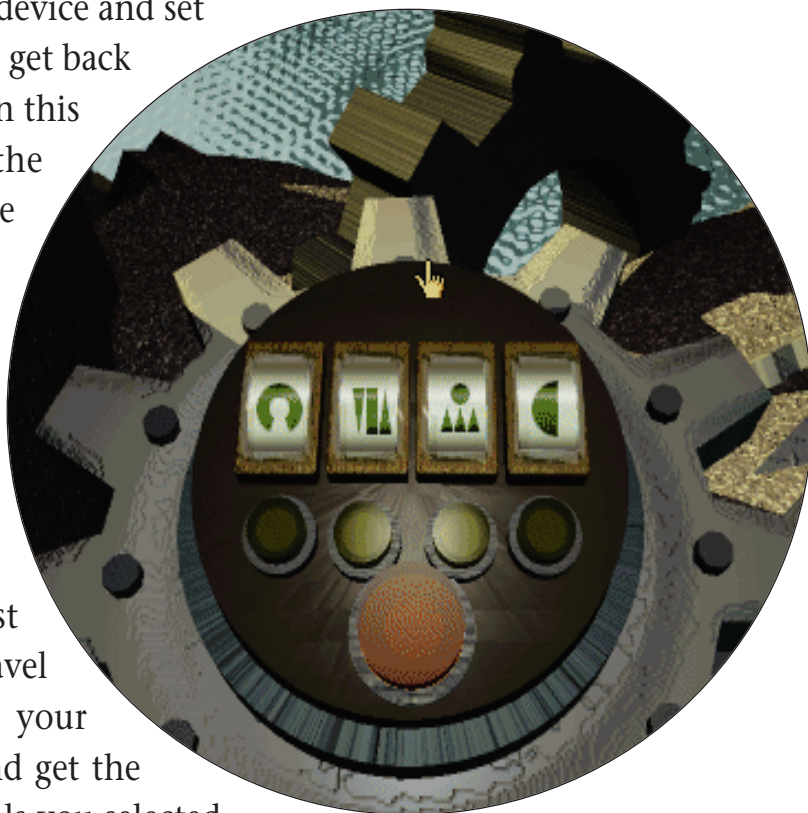
page, then go back and get the

other page (the symbols you selected

will still be showing—just hit the red button once again

to open the stairs and get back to Myst Island). You've

completed the Mechanical Age!



**These are the symbols you need to input to reveal a hidden passage that leads to the Myst book.**

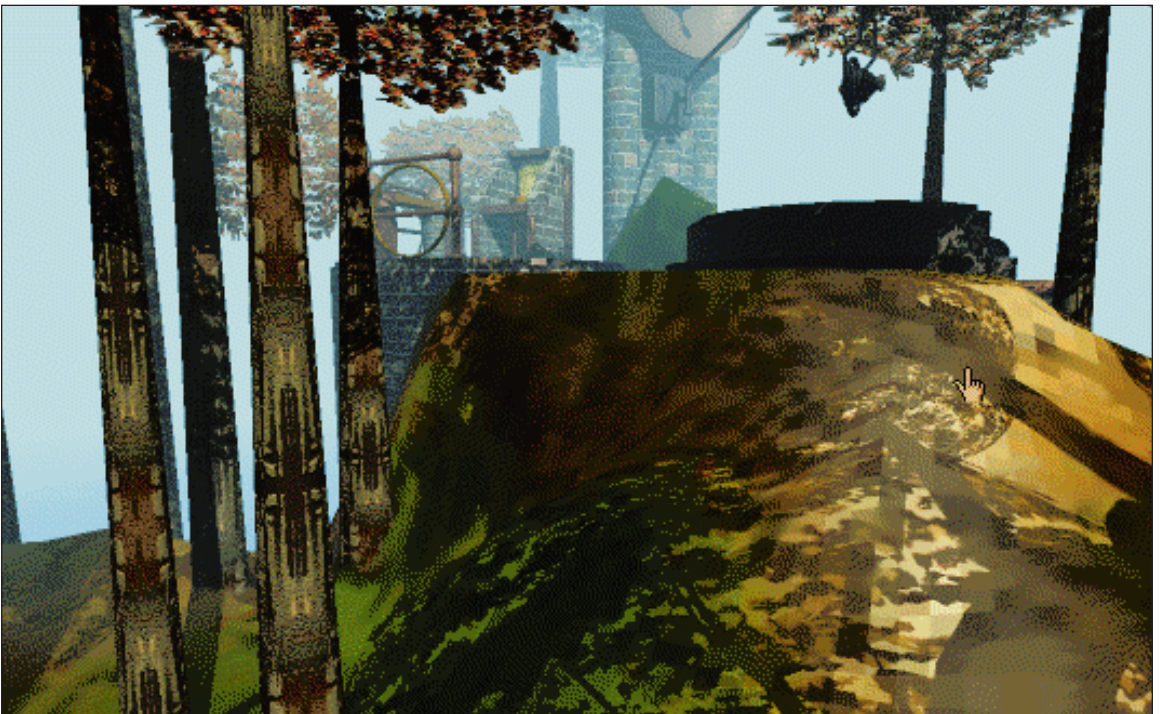
## Selenitic Age

Enter the spaceship and pull the lever by the sliding buttons to bring up the book that takes you to the Selenitic Age and click on it. Exit the ship and begin walking down the path. When you reach a brick building on your right, turn right to face it but don't click on it yet—this is only for purposes





of getting your bearing. Turn left to continue the way you were traveling and go forward one click, then turn left and cross over the brick walkway and bridge until you reach a small grove of trees and can hear the sound of running water. Go up the incline and you'll find the blue page here (take it now if you like, but only if you don't mind seeing the hand cursor clutching a piece of paper as you navigate). You'll also find a red button and, behind and above it, a plaque with the image of drops falling into a body of water. Press the button to turn on a microphone and begin receiving the sound (you know it's on because you can actually see it depressed, and the plaque symbol lights up).



**This grove of trees is where you'll find one of the five microphone switches you need to turn on in the Selenitic Age—along with a page for the blue book.**



Scout out the rest of the island to find the other four microphones—in front of a clock tower, on a brick jetty surrounded by crystal towers rising from the water (the red page is here), at the top of a manhole-type structure, and on a walkway above a volcano. It might take time to find them all, but it's not nearly as taxing as making your way around Channelwood!

Once all five microphones have been turned on, return to the one found at the top of the manhole and climb down the ladder. On your left you'll see a lever; pull it to turn on the lights, then turn around and enter a tunnel. Walk to the other end, climb up the ladder found there, turn around when you reach the top, then go up the stairs you see just to your right. There you'll see a device with a receiving antenna on top—click on its front to open two doors and start the task of tuning in the sounds transmitted by the various microphones by clicking a symbol and then using the left and right arrows to rotate the dish to different headings. As you get close to the correct direction (displayed in degrees), you'll begin to hear the sound get stronger and stronger until it's all you hear. You can use the camera display above the symbols to help you make the tuning or, better yet, just dial up these values for each symbol. From left to right:

**153.4**

**130.3**

**55.6**

**15.0**

**212.2**

If you kept notes describing where each microphone was located, use the video display to move the antenna quickly to the general direction, then listen as the signal gets stronger or weaker as you make adjustments.



After entering these values, press the button at the bottom with the Greek letter sigma on it. This plays back the sounds in the following sequence:

**Flute**

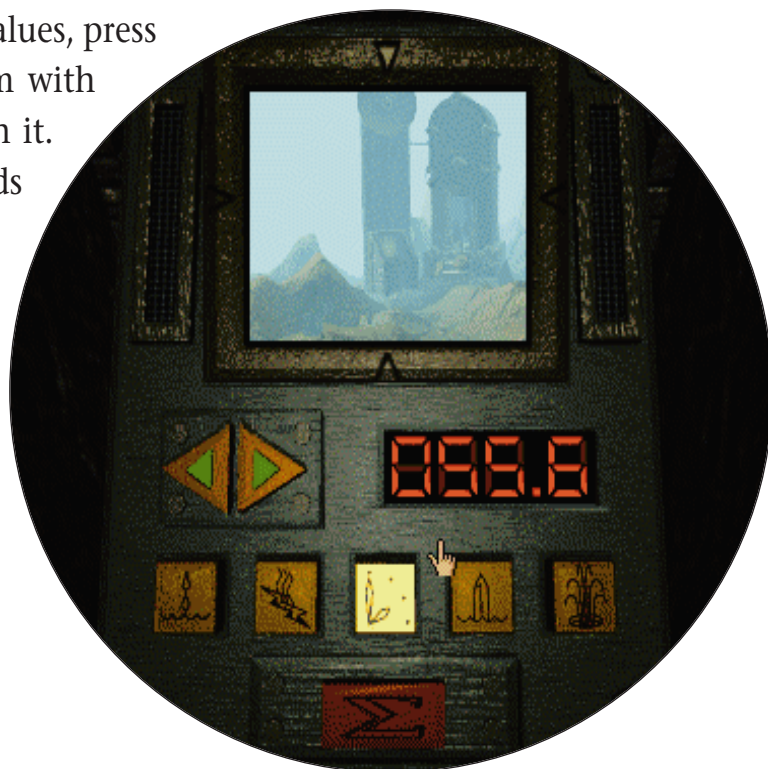
**(crystal towers)**

**Water**

**Wind**

**Volcano**

**Clock**



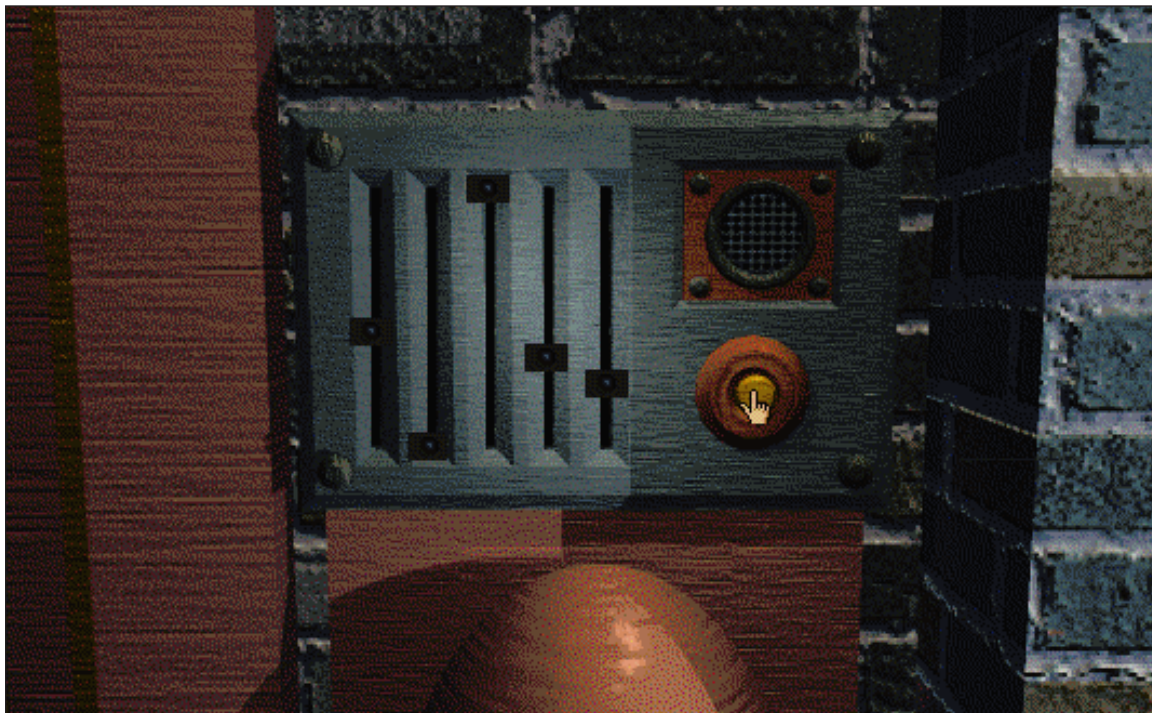
Now it's time to return to the brick building you saw as you made your way to the first microphone. Walk to the door, and you'll see a series of five sliding buttons; slide one, and you'll notice it changes sounds. Arrange the five sliders so that, from left to right, they play the same order of sounds you heard when you pressed the playback button: flute, water, wind, volcano, and clock. Press the red button to play the sounds in the correct sequence and open the door. If you aren't carrying a red or blue page, go get one now—you're about to return to Myst Island.

**After selecting one of the symbols, use the left and right arrows to pan the antenna to where the appropriate microphone is located.**

Go into the tunnel and keep moving until you come to what looks like a miniature submarine. Press the blue button to open the door; go inside, turn right, and click on the control panel to sit down and start navigating this







**The correct placement for the sliders on front of the brick building in the Selenitic Age.**

thing. Your clues are aural—a different sound is played for north, south, east, and west, and two of those four sounds are played simultaneously for directions like southeast, northwest, and so on. You can hit the red button to replay the sound. We'll save you the time and trouble of trying to figure it all out. Click the forward button to get things rolling and then use the arrows to select the following compass headings, pressing the forward button after each one to advance:

**N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE**

Exit the vehicle, and voila!—there's the Myst book that takes you back to Myst Island! Return and get the second page and repeat the process. You've finished the Selenitic Age!



## Stoneship Age

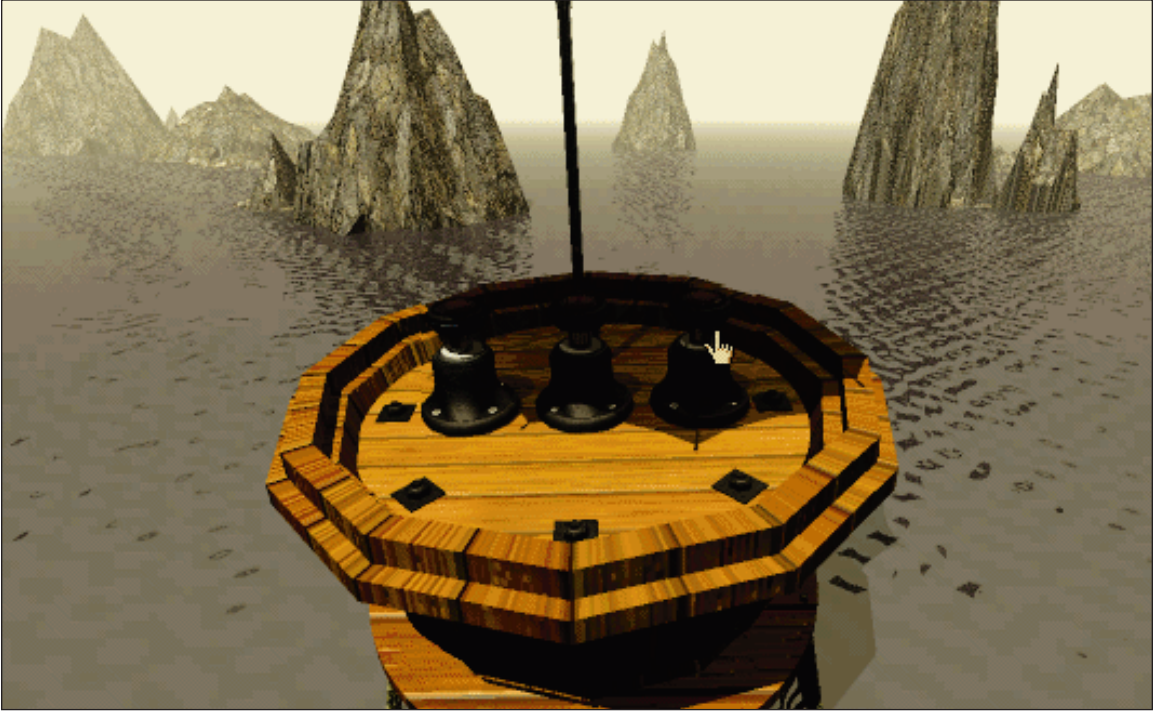
As you've brought the pages back to the library, you've heard both Sirrus and Achenar plead for you to free them—and accuse each other of heinous crimes. With the third page returned to the blue book, you discover that someone has been murdered—but who? Perhaps when you retrieve the pages from this fourth and final age you'll uncover the secrets they've been hiding from you at the same time they've begged for your help.

Go to the ship and click on the book to arrive in the Stoneship Age. From the ship you can travel left across a pier to small wooden structure covered with an umbrella, to the right toward a lighthouse, directly forward into a dark passageway, and forward to the right to find another ship, another passageway, and steps leading up to a telescope. Climb the steps leading to the telescope and use the hand icon to rotate it until you see the lighthouse. Note that the center of the lighthouse is 135 degrees—that number comes in handy later.

Go in the lighthouse and you'll see it's filled with water and that there's a key on the gangway you can't pick up. Your first step toward getting the pages here is to drain the water from the lighthouse. Return to the ship and continue on to the small structure with the umbrella; when you get there, click on the rightmost of the three buttons to drain the water from the lighthouse.

Now return to the lighthouse and descend the spiral stairs. At the bottom you'll see the drain the water went through, and beside it a chest. You can't open the chest, but you can click on a valve on the bottom left to release the water that's inundated it. After the water drains out, be sure to turn the valve back so water won't enter it: An empty wooden chest will float, but one full





**Click the button on the far right to drain the water from the lighthouse so you can descend the stairs there.**

of water won't (I know, I know, water wouldn't come back in through that tiny valve, but it's just a game!). Go back to the umbrella-covered structure and click on the rightmost button (actually any button will work for this part) to fill the lighthouse with water, then go back to the lighthouse to discover the chest floating alongside the gangway—right beside the key.

Click the key to open the chest and grab the key inside, then use the key at the top of the stairs in front of you. Now you can open the hatch and climb into the top of the lighthouse.

At the top of the lighthouse you see a set of primitive batteries sitting beside a hand-cranked generator. Crank the generator until the batteries are fully charged (click on the batteries to see if you've got them up to maximum capacity), then head back to the umbrella-covered structure and click on the







**Click on the valve at the bottom left of this chest to let out the water inside, then click it again to close it so won't refill when you flood the lighthouse with water again.**

middle button. This turns on the lights in the dark passageway that was directly in front of you when you arrived in the Stoneship Age, so now you can go inside.

Go forward until you see a green button directly in front of you—click it to open a door and enter a bedroom similar to the fancy one (belonging to Sirrus) you saw in Channelwood. Look around the room and you'll find a chest of drawers; click on the bottom one to find the red page. Leave it here for now: Just as in Channelwood, you need to find the other bedroom, and can worry about this page later.

Go back the way you came and return to the lighthouse and start cranking that handle again—you don't want the battery to go dead in the middle of your explorations. Return to the place where you first arrived in Stoneship,



face the passage leading to the bedroom you just searched, then click on the stone steps leading off forward and slightly to the right. You'll find yourself on the deck of another ship. Turn left to discover another passage. Follow it as you did the other until you reach a green button to click and open the door to Achenar's bedroom. On his bed you'll find the last blue page, and in a chest of drawers you'll find the other half of the note you discovered in Channelwood. Combine the contents of the notes and you learn how to access the vault on Myst Island: Namely, make sure all the marker switches are turned on (you've done that), then go to the dock and flip that marker switch off.



**Click on the second drawer from the bottom in Achenar's bedroom in the Stoneship Age to retrieve the other half of the note you found in Channelwood.**



Return to the lighthouse and start cranking because you've got just a little more to do here. Go to the first passageway leading to the first bedroom, and as you move through it look for a secret panel on the left. Click it and go down a small duct until you reach a room with a compass rose on the floor. Remember the 135-degree vector of the lighthouse? Click on the bulb that corresponds to 135 degrees—ie, SE—and the lights will come on. Turn around and go to the umbrella-covered structure and click on the leftmost button, then return to the ship you arrived on—you'll see that a cabin door has opened revealing stairs leading below deck. Follow it down to find a door (another green button) and more stairs leading even further down. Eventually you'll come to a table: Click on it and the Myst book appears to take you home.

Retrieve the red page from Sirrus' bedroom and return to Myst. Sirrus tells you the story of how he came to be imprisoned, and gives you a vital clue: Page 158 in the book on the far right of the middle shelf contains a pattern that must be reproduced on the wall inside the fireplace in order to find the last pages for both the red and blue books. Now return to Stoneship for Achenar's blue page, but remember that you'll need to recharge the battery and go to the umbrella-covered structure and press the middle button to drain the water from the passage leading to Achenar's room. You'll also need to return to the compass rose and click the SE arrow again to make sure the lights are on in your ship.

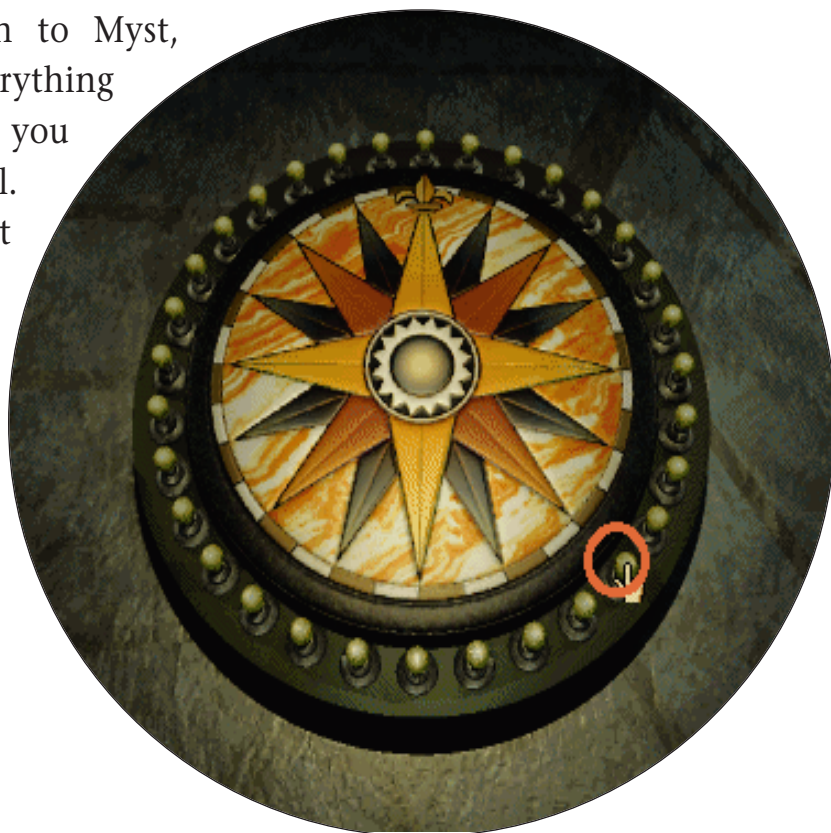
If for some reason the stairwell in the ship is full of water, go to the umbrella-covered structure and press the left button to drain it.





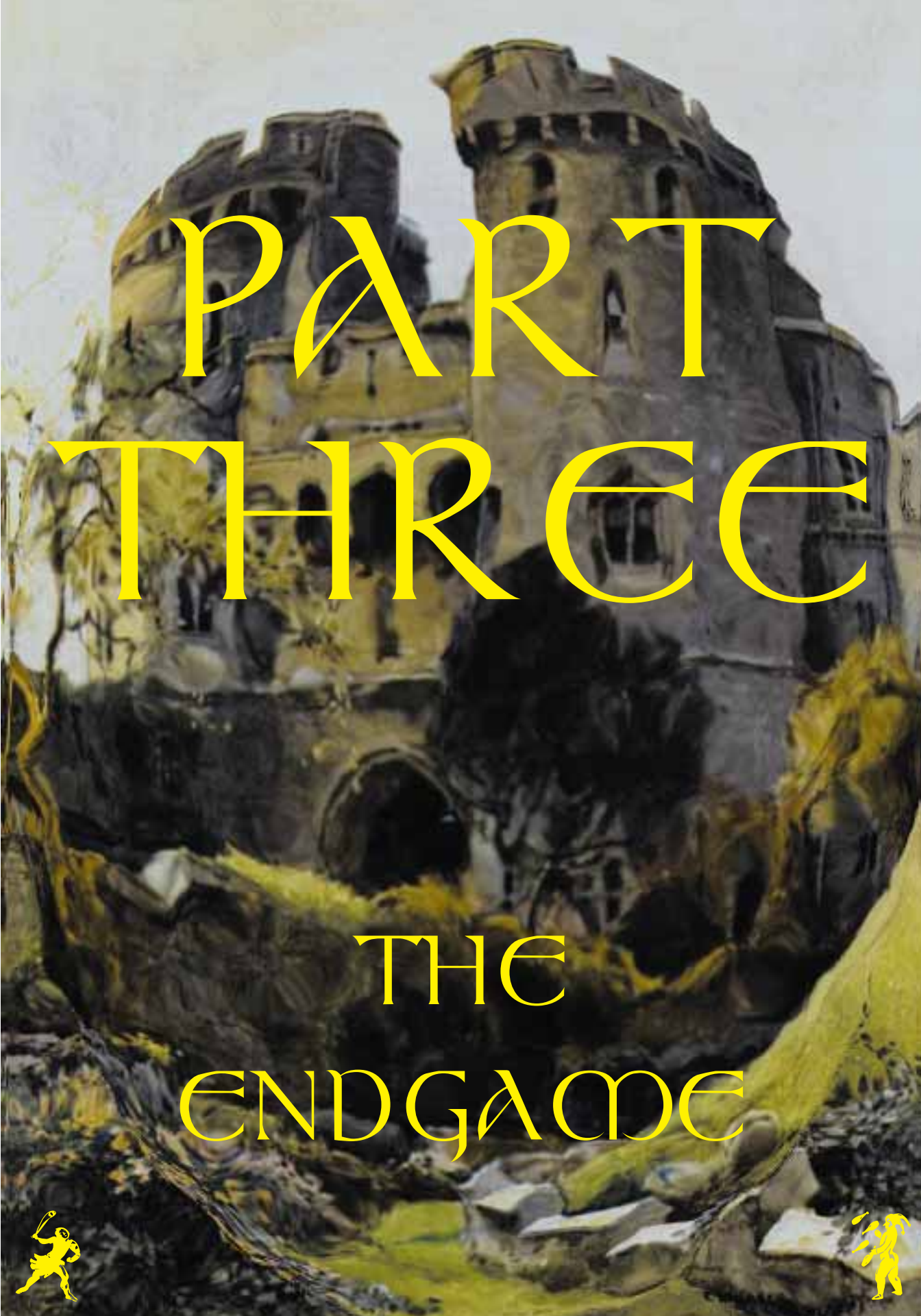
When you return to Myst, Achenar blames everything on Sirrus and tells you about page 158 as well.

It's time to find out just who's the liar here—and what really led to the imprisonment of the two brothers.



**Click on this bulb in the secret room in the Stoneship Age (highlighted for your convenience).**





# PART THREE

## THE ENDGAME





At the library, click on the fireplace to enter it, then click on the switch to the left. The door will close and in front of you will be a gray square; clicking on it creates tiny indentations remarkably similar to the puzzle diagrams found in the book on the far right of the middle shelf of the library. Of course, you now know that you must duplicate the pattern on page 158; after doing so, click the switch to the left to rotate the fireplace. Click the switch to find a green book and the last pages for the red and blue books. Click at the top of the green book and hear Atrus explain how he created the red and blue books to trap his sons, and how he is unable to return to Myst Island to serve justice on them for destroying so many ages until he is given a missing page of his own.

Click the switch to rotate the fireplace, then go down to the dock to flip the marker switch to the off position (remember the note you pieced together?)—and see a secret door open to reveal the white page! Return to the fireplace, enter the pattern, and return to the green book. Click on it with the white page, and when Atrus asks you to come to him, click on his picture.

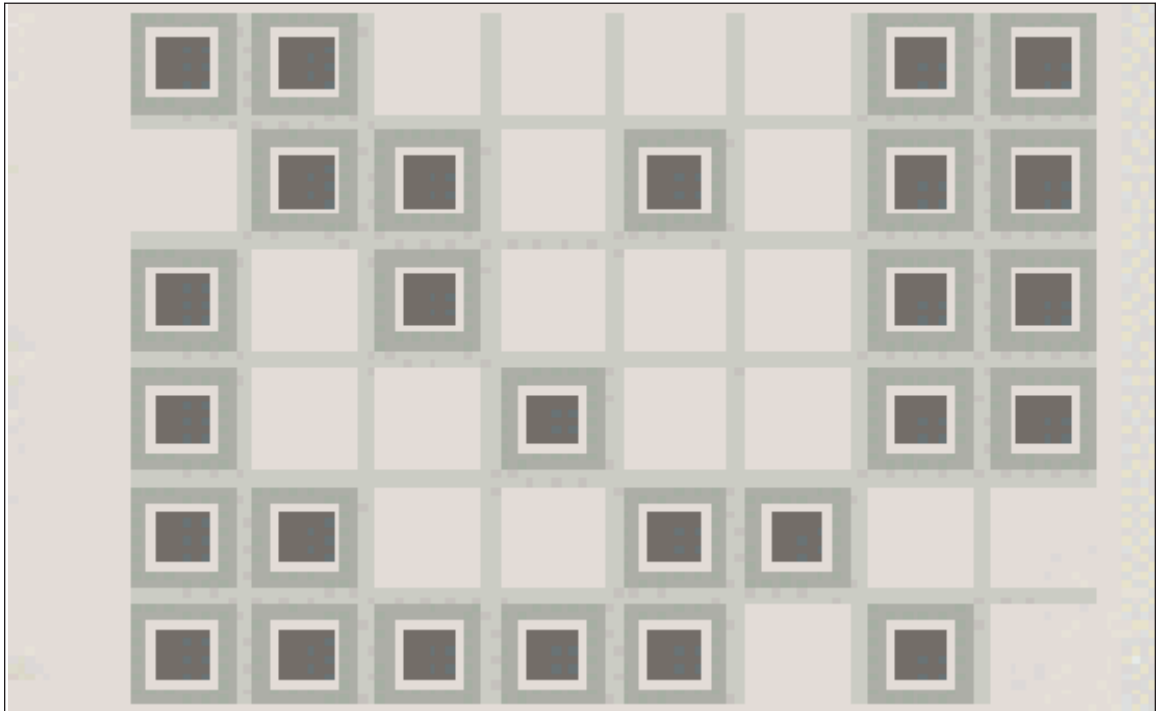
You arrive in Dunny to find Atrus at his desk. When he asks for the white page so he can return to deal with his sons, give it to him. He'll disappear for a short time, then re-appear to say he's finished with his sons. He also tells you of his wife Catherine's imprisonment in another age and gives you permission to explore the ages at your leisure. Finally, he mentions he might need your help in the future—a not-so-subtle hint that there was going to be a sequel.

Of course, you could give Sirrus or Achenar the final pages to their books. But all that would do is confirm precisely what Atrus told you, which was probably what you suspected all along: Both sons are pathological liars, and





now, thanks to your trusting nature, you're now trapped inside a book. And that's no way to end an adventure like this, is it?



**Click on the wall in the fireplace to create this pattern  
and discover the final secrets of Myst.**





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